



CONTEST DESCRIPTION

2D character computer animation

SECONDARY

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1 THE ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY

SCC is currently working with Employment and Social Development Canada (ESDC) in order to bring awareness to the importance of Essential Skills that are absolutely crucial for success in the workforce. Part of this ongoing initiative requires the integration and identification of Essential Skills in contest descriptions, projects, and project documents. The next phase and very important aspect of our Essential Skills (ES) initiative is to provide an ES report card to each competitor at the Skills Canada National Competition. The purpose of the ES report card is to inform the competitor about their current level of essential skills based on their competition scores. With this knowledge, the competitor will be made aware which essential skill may require improvement. Full implementation is expected in the next Skills Canada National Competition.

The following 9 skills have been identified and validated as key essential skills for the workplace in the legend below:

¹Numeracy, ²Oral Communication, ³Working with Others, ⁴Continuous Learning, ⁵Reading Text, ⁶Writing, ⁷Thinking, ⁸Document Use, ⁹Digital
These essential skills have been identified in your Contest Description and if applicable, in your Project and supporting documents.

2 CONTEST INTRODUCTION

2.1 Description of the associated work role(s) or occupation(s)

The animation industry is growing and vibrant, providing an opportunity for creative employment. It requires a combination of technical and artistic skills, the ability to manage time, communicate ideas and work together in a team environment. The purpose of this competition is to provide contestants with an opportunity to compete with others from across Canada to demonstrate key skills and their understanding of the animation process.

The fundamental concepts of animation will be emphasised and implemented throughout the two-day event. The competition will focus on the participants' ability to tell a story through expressive characters and engaging storytelling.

Teams will present their story breakdown, pose test, animatic and final product to the judges at specific times during the competition. The final animations will be presented at the end of the competition.

<https://www.skillscompetencescanada.com/en/skills/information-technology/character-computer-animation/>

2.2 Purpose of the Challenge

To provide competitors with the opportunity to experience the production process and demonstrate their knowledge and skill.

2.3 Duration of contest

12 hours (not including team presentations and viewing)

Competition start time: Day 1 - 8:00AM - 4:00PM, Day 2 – 8:00AM - 2:00PM, lunch time is 1 hour TBA on day of competition. Showcase time TBA at venue.

2.4 Skills and Knowledge to be tested

- | | | |
|--------------------------------|------------------------|---------------------------|
| Employability Skills: | Preproduction:9 | Production:9 |
| • Team work ³ | • Composition | • Cinematography |
| • Time management ⁷ | • Asset Design | • Asset Construction |
| • Reading ⁵ | • Storyboarding | • Rendering |
| • Planning ⁷ | • Writing | • Animation |
| • Attention to detail | • Character Pose Tests | • Exporting |
| | • Animatic | • File Management |
| | | • Appeal of Final Product |

Essential Skills – ³Working with Others, ⁵Reading Text, ⁷Thinking (Job Task Planning & Organising), ⁹Digital

3 CONTEST DESCRIPTION

3.1 List of documents produced and timeline for when competitors have access to the documents.

DOCUMENT	DATE OF DISTRIBUTION VIA WEBSITE
Judging Criteria	November 2020
Storyboard Panel Template	November 2020
Pose Test Template	November 2020
Competitors' Handbook Principles of Animation Storyboard symbols Animatic Example Storyboard Example	November 2020
Sound Library	November 2020

3.2 Tasks that may be performed during the contest.

Competitors will be given 12 hours to develop a story breakdown, pose test, animatic, and animation that includes two characters and the following story plot

breakdowns; **setup, conflict, and resolution**. The **conflict** must have a character **sneezing**.

Wild Card

During the orientation competitors will be given an additional wild card that must be included in the setup, conflict and resolution of their story. The additional wild card must be a necessary part of the story plot. The single wild card will be selected from one of the following: **feather, flower, fish, banana, or fly swatter**. Competitors will also be provided with audio clips (.mp3 and .wav) that must be used to support the wild card animation and be present in the setup, conflict, and the resolution.

Competition Breakdown

[1 hour]

- Pre-Production - Story Breakdown: Competitors are required to submit three storyboard panels. One demonstrating the setup, one demonstrating the conflict and one demonstrating the resolution. Storyboard panels must include captions and action notes. Competitors must use the storyboard panel template provided.
- Pre-Production - Pose Test: Competitors are required to create one pose test per character that demonstrates the personality of their character and shows strong silhouette. A character name and bio must be included. Competitors must use the pose test template provided. Character pose tests can be screenshots from the program itself. Story breakdown and pose-test must be submitted after the 1-hour cut-off.

[maximum 2 hours]

- Pre-Production - Animatic: Competitors are required to create an animatic that demonstrates timing and pacing, cinematography and clarity of story plot while ensuring quality of layout and character drawings. Audio clips must be included in each storyboard breakdown within the animatic (setup, conflict, and resolution). An audio library will be provided with sound effects. Provided sound effects can be altered within the software. No outside sound effects can be used. Animatics can be screenshots from the program of choice. Animatic must be submitted by the 2-hour cut-off.

[minimum 9 hours]

- Animation: Competitors are required to create an animation that follows the animatic submission, demonstrates the principles of animation in each section of the plot (setup, conflict, and resolution), has believability, entertainment value, and cinematography. Audio placement and usage matches the animatic.
- All completed pose tests, animatic, animation, and provided slates/title must be compiled into a final mp4 video submitted to the submission

location by 2:00 PM, Day 2. Extra time may be provided due to unforeseen technical difficulties at the discretion of the NTC committee (software and/or skill knowledge difficulties will not be considered for time extensions). Competitors will be docked points for not submitting the final compiled video by 2:00 PM.

Technical Requirements:

- The animation must be 15 seconds exactly.
- Animatic and animation must be formatted at 1280 x 720 in either .mp4 @ 24 FPS. Competitors are responsible for converting any animation file outputs to mp4 for final submission.

Character Rigs:

- Competitors are allowed to bring 2, 2D original builds.
- No animation should be included.

4 EQUIPMENT, MATERIAL, CLOTHING

4.1 Equipment and material provided by Skills/Compétences Canada.

- Table and Chair

4.2 Equipment and material provided by the competitor.

- Competitors are required to bring their own device and software for the 2020 competition. Each competitor may choose their own device and software to ensure their workflow and process is to what they are familiar with. Competitors are only able to have a maximum of two computers running at a time. Backup computers are acceptable. Desk space will be limited.
- If competitors are bringing a computer or laptop from their school (instead of their personal computer), please ensure that the computer is unlocked to be able to access documents and software which can be saved/installed to the hard drive. This is for accessibility for technical support which may be provided onsite and may require access to CMOS settings.
- Equipment (including ipads, tablets, laptops, desktops) is required to be set up during the orientation and it is required to remain on site until the end of competition.
- Optimum Hardware Requirements:
 - Intel Graphics Workstation i7 Quad Core Processors
 - 1 TB HD
 - 16Gb RAM
 - Dedicated video card (suggested 2GB) as approved by Autodesk
 - Flat Panel Display 1920 X 1080
 - Sound card

- Operating System –Windows 7 or 10 64 Bit
- WiFi enabled computer system.
- Suggested software:
 - 3D Software: 3D Studio Max, Maya, Blender.
 - 2D Software: Adobe CC Animate, ToonBoom Harmony, ToonBoom Storyboard Pro.
 - Video and Graphic Software
 - Adobe Photoshop, Adobe After Effects, and Adobe Premiere Pro, Final Cut Pro (Mac)
 - Viewing Software
 - VLC
- Additional Equipment and material suggested.
 - Tablet and driver (Driver compatible with your system)
 - Headphones
 - Drawing materials
 - Empty USBs (Recommended USB 3)

4.3 Required clothing provided by the competitor.

- No special requirements

5 SAFETY REQUIREMENTS

5.1 Safety workshop

Upon arrival at the Skill area, Competitors will participate in a Safety workshop and they will be expected to work and maintain a safe working area during the competition. Any Competitor breaking any health, safety and environmental rules, may be required to undertake a second safety workshop, this will not affect the Competitor's competition time.

5.2 Personal protective equipment (PPE) provided by Skills/Compétences Canada

- N/A

5.3 Personal protective equipment (PPE) provided by the competitor.

- N/A

6 ASSESSMENT

6.1 Point breakdown

POINT BREAKDOWN	/100
Preproduction	25
Wild Card	30
Animation	40
Final Product	5

Please see Judging Criteria document for detailed score breakdown.

NOTE: In cases where Teams work past the allotted time, each minute over the time limit, a deduction of 1 point per minute will be taken away from total score; beyond 20 minutes teams will be disqualified automatically.

7 CONTEST SPECIFIC RULES

Contest specific rules cannot contradict or take priority over the Competition Rules. They do provide specific details and clarity in areas that may vary from contest to contest. Any additional contest rules will be reviewed during competitor orientation.

TOPIC/TASK	CONTEST SPECIFIC RULE
Project Details	<ul style="list-style-type: none"> Competitors will be docked points if the animation exceeds the maximum length or is too short. All animation renders must be completed and fully rendered in the specified format by 2 P.M on the second day of the competition. No files are allowed to be brought into the competition except for the suggested under section 3.2. No additional plugins and scripts can be used (other than those found in the final shipped version of the software) No music, reference, or textures may be found online as research and preparation should have been done prior to competition. You can use the internet to transfer files via google drive and verify licenses. Digital drawing tools such as tablets are permitted. If you bring your own tablet, please bring your tablet drivers to the competition. Contestants will be responsible to install and troubleshoot their devices.

8 ADDITIONAL INFORMATION

8.1 Interpreter

If a competitor requires the help of an interpreter during the competition, the Skills/Compétences Canada Provincial/Territorial offices must advise Skills/Compétences Canada National Secretariat a minimum of 1 month prior to the competition or this service may not be guaranteed.

8.2 Ties

- Tiebreaker #1: The competitor with the highest score in the Animation criteria will be declared the winner.
- Tiebreaker #2: The competitor with the highest score in the Wildcard criteria will be declared the winner.

- Tiebreaker #3: The competitor with the highest score in the Animatic sub criteria will be declared the winner.

8.3 Test Project change at the Competition

Where the Test Project has been circulated to Competitors in advance, NTC shall change a maximum of 30% of the work content. Please refer to the Competition Rules

8.4 Competition rules

Refer to the competition rules for the Skills Canada National Competition which can be found on our website.

9 NATIONAL TECHNICAL COMMITTEE MEMBERS

Member Organization	Name
Prince Edward Island	Tiffany Baxter
Nova Scotia	Suzanne Labrecque
Ontario – Co Chair	Alexi Balian
Newfoundland and Labrador	Jamie Lewis
Manitoba	Justin McGillivray
British Columbia – Chair	Patty Chomseng
Alberta	Greg Driedger

Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Nathalie Maisonneuve (nathaliem@skillscanada.com).